



Like a lot of you guys, I'm disheartened by the paucity of D3 panels, and if I weren't attending the show I'd probably be among the many in the Diablo community talking about canceling my Direct TV live pass order. However, as Bashiok says, it's not the number of panels, it's the quality of the info released in them.

I've got to disagree with him on one thing; the number of panels does matter. When there are 6 SC2 and 7 WoW vs. 3 D3 panels, it's impossible not to see that as a measure of the importance Blizzard places on their various titles. Even if you logically realize that they can talk about a lot more stuff for released games than for ones still under production.

That said, as Bashiok points out, the panels are not the only, or even the best, source of game info from Blizzcon. Developer interviews and gameplay reports provide much of what we know, especially when it comes to the nitty-gritty details. Look at something like [Quests](#); the higher level conceptual info comes from panels and interviews, while virtually all of the specific details on [the 13 quests we have documented](#) came from hand-on reports by wiki contributors.

Finally... a little less of [this](#) and [this](#) would have been wise, since it was their repeated, "Best BlizzCon Evah!" promises that raised our expectations and made the same number of panels as last year = i am disappoint.



Well if anyone thinks they are making this game for the old Diablo fans you can forget it. It just screams ...
Posted 07, Oct 2010 09:28 PM by [ThomasJ](#) [[25 comments](#)]

[25 comments](#)

Filed under: [Blue Posts](#), [Controversy](#), [BlizzCon](#), [BlizzCon 2010](#), [Bashiok](#)

Blue: No Death Penalties Required in D3

Posted 7th Oct 2010 11:27 AM by [Flux](#)

A fan argues for a more difficult game via stiff death penalties, and [Bashiok rises to dispute him](#). How successfully? Judge for yourself.

Blizzard Quote:

Why new games have to be such "protective"? if u die, u die and lose everything. if someone in the doungeoun wants to kill u and get all ur stuff, it is ok. We are adult and we have the real life to feel protected and safe in it. If I don't want to be thrilled I only need to live my real life!

My point: no mercy for cheaters, and a "safe mode" for crying babies. But true men want to play it hardcore, I'm sure.

But it's only a dream: blizzard have to make money and I'm almost out of its target audience!
Yes, I remember playing Diablo when I was 16. I'm not sure if I was a "man" then. ... Sometimes I question if I'm one now... BUT THAT'S NEITHER HERE NOR THERE!

Anyway, I'm not sure being screwed out of experience and gold and items makes it a "man's game". A masochist's game, for sure, but then I'm sure there are plenty of ladies who enjoy being punished too.

This post is getting weird.

Ok, in closing, mechanics that punish players are contrary to our core company design philosophies, and so no, outside of you playing a Hardcore character, there will likely be no intentional mechanics in the game that will punish you.

Semi-related is that we're still aiming for an ESRB rating of Mature.

wow, i didnt take it to this extent but.... they say gold will be valuable but.... if we dont lose any when we die.... um

better have some nice gold sinks nobody has ever thought of before!
You lost gold when you died in Diablo II and it was still worthless. Losing gold on death isn't a necessary sink to make it worth something. Balancing gains and expenditures properly will make it worth something.

That said, I don't think we've made any final determinations on death penalties. Though I wouldn't expect it to take anything away from the player. Gold, experience, etc.

Point being there are mechanics designed to punish players for good reason. Those should still exist.

Glad to hear you're still thinking it through.

I don't think death penalties need to edge into the 'punishment' definition (although I realize that's a confusion of terms) to be worthwhile.

Making sure someone can't endlessly throw themselves against monsters/die/repeat and eventually win is something we'd want to stop. To make the player take pause and realize they're not going to get past them unless they straighten up and pay attention and play better, or take some extra measures to buff up, or simply come up with a different strategy, those are the types of death penalties that work. Those are the ones we like and that I'm talking about.

DIABLO TRADING
FT: Crafted Gloves IAS Life Leech Crush etc
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Blizzcon 2010 Schedule



Edited Inventory



CURRENT POLL

How do you feel about the class-restrictions on weapons?

3) Dislike it. Every class should be able to use every weapon. -- 1150
52.37% votes

2) I like the planned level of weapon focus. --
87.61% votes

4) Undecided/No opinion. -- 135
6.15% votes

1) More restrictions. The classes should be tightly focused. -- 85 votes
3.87%

Total Votes: 2196

- 1) More restrictions. The classes should be tightly focused. --
- 2) I like the planned level of weapon focus. --
- 3) Dislike it. Every class should be able to use every weapon. --
- 4) Undecided/No opinion. --

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Taking gold away from people, or taking a full level of experience away, yeah, that's a wake up call. It's also the quickest way to get someone to uninstall the game. A very select few people will put up with something like that. It's fine in Diablo II because gold has almost no use, but imagine if it did. You'd be encouraged through the mechanic to grind in easier areas where you're sure you couldn't die just so you could earn gold safely. That sounds terrible. Without a gold penalty you can play the content you want to play and meanwhile you're finding items and amounts of gold that are relevant. That sounds like fun.

Some echoes of the sentiments seen in our recent [Farewell old-schoolers](#) forum thread, in these arguments. (The ones Bashiok is disagreeing with, I mean.) What do you guys think? Does a game such as D3 need to have some kind of death penalty? (See the [death](#) article in the wiki for many more D3 team comments on the issue.)

This topic got kicked around in the [3rd installment of On the Drawing Board](#), and aside from much support for the concept of staying alive bonuses (something no one on the D3 team has ever shown any interest in), the general consensus of the comments was that some kind of death penalties were required to keep non-[Hardcore](#) players honest. If death means nothing but a few seconds of delay (as is now the case in Diablo 3, where death is essentially a "teleport to last [checkpoint](#)" effect) then that's an encouragement for reckless, mindless, no co-op play, and [glass cannon](#) builds. Why play with others; why bother with defensive stats and strategies; when you can more quickly rack up kills and items by playing in a full out offensive style? Especially since you can just "Zerg" bosses, throwing yourself at the enemy and subtracting his life in 10% or 15% increments while dying again and again?

The counter argument is to look at the differences between D2 and D3. Yes, zero death penalties and instant restarts without even a corpse to retrieve would be ridiculous in D2, as easy as the game is for well-equipped characters. But D3 isn't D2. You don't have life leech, you don't have belts full of 16 full rejuv pots, and many of the aspects of [combat](#) are different enough in D3 that the game won't be as easy to race through as most of D2 is.

At least that's what the devs keep telling us; since no one outside of Blizzard has played any of the higher level game, and the difficulty/balance of Nightmare and Hell still exist entirely as thought exercises even for the design team, we've no alternative other than to take that on faith. What do you think?

i think the game needs some form of death penalty but if they have none i will be fine with it. this...
Posted 07, Oct 2010 08:30 PM by [Apocalypse](#) [[24 comments](#)]

[24 comments](#)

Filed under: Blue Posts, Bashiok, Game Features

Diablo Fan Art Watch #57 Diablo the Lord of Terror 2

Posted 7th Oct 2010 03:00 AM by [Holyknight3000](#)

Welcome everyone to the latest Diablo [Fan Art Watch](#). This week we have two pieces of big red himself from the [Diablo 3 gallery](#). While dodging hellfire and brimstone let's begin!

This morning we begin with a very detailed face shot of [Diablo](#) by [3ihard](#) being illuminated by the glowing flames of hell. Not even death could save you from him!

Last from the gallery this week is a piece that shows off an epic battle between StarCraft II's Zeratul against Diablo in [Void of Terror](#) by [Jehuty01](#)



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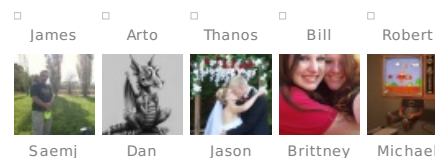
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If you enjoy Fan art and want to contribute to this growing community, please stop by the [Fan Creations Forum](#). Many artists visit frequently, posting works in progress looking for feedback and conversation. You don't have to be "arty" to join in. If you have any questions or comments please feel free to [send me a PM](#).

My god....Zeratul. 5th class, Confirmed.
Posted 07, Oct 2010 11:46 AM by [satheron](#) [3 comments]

3 comments

Filed under: Fan Stuff, Fan Art

Forum Watch #60: Blizzcon Approacheth

12

Posted 6th Oct 2010 11:10 AM by [Flux](#)

Lots of activity lately in our [Diablo 3 Forums](#), with more than a few lively pre-Blizzcon conversations going on. Different fans want to know [what you want to see at Blizzcon](#), your [Blizzcon gameplay top/bottom 5](#), wonder if [the playable demo might show act 4](#), and are generally disappointed by the paucity of [Diablo 3 panels](#).

A pair of new threads concern Diablo 1 stuffs in Diablo 3. Fans want the [sexy D1 Succubus to return](#), and are curious about [D1 uniques returning](#) as well.

The funniest thread in recent memory is TheEliminator's "[Wow has...](#)" group project. The goal is simple; since all loyal Diablo fans know that everything about WoW is awful and wrong, therefore anything WoW has... Diablo III should not have. The thread's position in the forum is even funny, coming as it often does just above the never-ending "Terrible graphics" conversation. A few examples that got an eloel from me:

- WoW has towns so Diablo should just have Areas of Less Murder.—sicilian
- WoW has a tool bar that goes across the bottom of the screen from witch skills can be activated, Diablo shouldn't have a tool bar at all, skills should be activated through yelling at your PC—TheEliminator
- WoW has a fan base full of people that complain all day, diablo shouldn't.—Larik
- WoW has dragons that you can ride. Diablo 3 should have dragons that RIDE YOU.—Adree

There's plenty of game design debate, as always. [Ertide does not like](#) class item restrictions, Lone Wolf wonders [how passive skills will be handled](#), and [which weapon you'll use on your first class](#).

I also enjoyed Bandreus' [farewell to old school gamers](#), which pines for the old days when games were actually difficult to succeed at.

Finally, the [biggest of the Diablo 3 graphic debate threads](#) continues to grind along. It's up to 58 pages and over 21,000 views. I'd give an update on the debate, but I haven't looked at it for about 20 pages, so you got me. They might be trading recipes in there by now, for all I know.

I wish Blizzcon would approacheth its ass a little faster...
Posted 07, Oct 2010 10:13 AM by [ClaytonH](#) [12 comments]

Blizzcon 2010 Schedule

37

Posted 6th Oct 2010 12:44 AM by [Elly](#)

Blizzard have revealed the schedule of events for the two days of this year's **Blizzcon**. You'll want to start with the opening ceremonies, where they will most likely reveal the **fifth character**. That's how they did it with the **Wizard** in 2008 and the **Monk** last year, at least.

Immediately after that the Diablo III goodness starts with an hour of **Diablo III Gameplay** where they will showing off the new build and information. There's nothing else scheduled for Diablo III that day but the next has an hour long session named **Crafting Sanctuary**. I had originally jumped to the conclusion this was about crafting (wishful thinking perhaps) but as Ninyu pointed out it's more likely about building the world of Sanctuary. Later that day is an **Open Q&A** on the main stage. We can hope for additional information from this as there will be questions about newly revealed information, however, there's usually a fair few questions for which a lot of you already know the answers.

Blizzard has **posted the panel descriptions** on their Blizzcon site. Only 2 Diablo III panels for the "biggest Diablo 3 Blizzcon ever" is disappointing.

Blizzard Quote:

Diablo III Gameplay

Friday 12pm, Main Stage

What's in store next for the heroes of Sanctuary? Learn about the latest game developments in this don't-miss panel for Diablo players.

Diablo III: Crafting Sanctuary

Saturday 10:30am, Developer Panel Stage

The designers, artists, programmers, and writers share new information on the characters, creatures, game systems, and story of Diablo III.

Diablo III Open Q&A

Saturday 3pm, Main Stage

Got a burning question about the Burning Hells? The development team dedicates an hour to audience questions about the story, design, art, sound, and gameplay of Diablo III.

Blizzard posted the full schedule in a squint-tastic, image as well. Click through to view it at a larger, almost-legible size.

The image shows the official Blizzcon 2010 schedule of events. It is a complex grid divided into two main sections: Friday, October 22 and Saturday, October 23. Each section has four rows representing different stages: Main Stage, Development Stage, RTS Tournament Stage, and WoW Tournament Stage. The columns represent time slots from 10:00 AM to 8:00 PM. Various events are listed, including 'Opening Ceremonies', 'Diablo III Gameplay', 'Crafting Sanctuary', and 'Open Q&A'. The graphic is visually appealing with a dark, atmospheric background featuring characters from the Diablo III game.

You can check out last year's open audience Q&A in our Diablo 3 You Tube channel, if you want a preview of what this year's may be like: ([Part One](#), [Part Two](#), [Part Three](#) & [Part Four](#)).

Dunno. I think I'm going to cancel my feed purchase because this is pretty damn lame. WoW gets,...
Posted 06, Oct 2010 07:51 PM by [Risingred](#) [37 comments]

37 comments

6

Bashiok replied to a question about the rate of the Barbarian's Fury decay with an overview on resource system design. As well as repeating what we'd heard recently; that there are some low level Barb skills that can be used for attacks without any Fury cost. So the Barb won't be stuck using just plain Attack the first time he leaves town, or joins an Arena Game for some PvP. Here's the quote:

Blizzard Quote:

With fury now a meter instead of a Stoplight, I got to thinking about the Barbarian's viability in PvP and against solo monsters. I suggest that while the current system of "hit to build up fury, decays if not used" be kept, there should be a threshold of rage that will not decay unless used. For example, a Barbarian's fury will not decay below 10 points, but it can still be used and if used, must be replenished normally. It would allow some more options while starting a fight other than "basic attack", and the threshold is another stat that could be tweaked for specific builds.

Your fury could also be restored to its threshold limit whenever a healing NPC is visited, to avoid players beating up weak creatures to store some fury.

There are only so many ways to make a resource system before they start becoming overly complicated, confusing, annoying, esoteric, or maybe even just meaningless. We know. We've been through many skill system revisions and continue to be in the midst of them. None of the ones put into practice wildly flared in any of the aforementioned directions, but even minor tweaks to established concepts can have an enormous effect.



There's a reason why a few basic resource system concepts have existed since the beginning of game-time, and permeate game after game.

ANYWAY, we've tried a lot of things regarding fury build up and decay. I think we've hit a good place of mixing what skills can be used whenever, what skills have cool downs, what skills require fury, and what skills require fury and have a cool down. At least a good place where more play testing is needed. And of course there's all the different ways to affect fury gen/decay. Of course!

You can see a thorough history of the Fury resource's development and changes over time in the [wiki article](#).

So basically... we get the normal mana-system but with a different name and a different color for...
Posted 06, Oct 2010 06:06 PM by ELSmisko [6 comments]

6 comments

Filed under: Blue Posts, Bashiok, Diablo III Classes, Barbarian, Game Features, Resources, Multiplayer Issues, PvP

Female Wizard Gear Set Preview

21

Posted 5th Oct 2010 11:52 PM by Flux

Blizzard's continued to preview some of the "gear sets" we'll see in the Blizzcon demo. The second image, posted this afternoon, shows off the female Wizard. The image is to the right, and here's the announcement, from the [Diablo Facebook page](#).

Our armor preview continues today with a behind-the-scenes look at the female wizard sporting a red plate mail set. And keep in mind if you don't happen to like that shade of red, it can drop in any number of colors, or be customized to your liking through the dye system. Thursday we'll be previewing a set worn by the female barbarian, so check back.

What do you think of this Wizard? Her outfit looks a lot less "new" than the Witch Doctor's last week since numerous elements of her gear are shown in the [male](#) and [female](#) wizards now shown on the official site's character selection screen.

Note that this is not an [Item Set](#), but a "gear set," which just means a full outfit of items of equivalent level. This reflects nothing of the magical modifiers on the items; it's more like these are all equivalent to low level plate mail, in terms of defense provided. We've heard in the past that there are 18 such levels of armor. Bashiok said this one is some wherein the middle; about what your wizard might be wearing by level 20.

@Diablo added a few more details about the gear:

Blizzard Quote:



What level range is that? Looks ~40s eh?—[teh Dingo](#)

Intended for end of normal, so, items looking like this would start in the late 20's.—[Diablo](#)

Do you know which [part is Dyable](#)? Either the orange or the.. tealish color I would assume—[tehDingo](#)

I'm pretty sure it's the red/orange areas.—[Diablo](#)

are there capes/cloaks in the game? Apparently so.—[theRobHimself](#)

There's no item slot for them. It's just look of this particular chest piece.—[Diablo](#)

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Nice... That is all...

Posted 07, Oct 2010 03:34 AM by [Leugi](#) [[21 comments](#)]

21 comments

Filed under: [Twitter](#), [Screenshots](#), [Diablo III Classes](#), [Wizard](#), [Items](#)

D3's Skill Trees Are Awesome, Mysterious

32

Posted 5th Oct 2010 02:21 PM by [Flux](#)

An OP wonders about Diablo 3 [skill trees](#), and earns a [short happy thoughts lecture from Bashiok](#), referencing the non-tree, never-publicly-shown form of skill trees that will be revealed later this month at Blizzcon.

[Blizz](#) Blizzard Quote:

OK so I'm lvl 60, i have completed every skill quest what % of the skill tree will be filled. because if you have 20 passive/ active skills per tree and each goes to 15 normal/nightmare/hell, it just seems like the skill trees would feel very empty. hopefully someone here can elaborate on this subject for me.

The new skill system is pretty awesome. The first time I saw it I knew it fit. Of course I'll look like a fool if we change it again, but I think we found something that fits the game really well. It's actually not too far off from the tiered approach we had shown before, but a few important differences really make it something different and awesome.

The OP's question is fairly irrelevant, since it's based on very old info: Bashiok retracted his comment on 5/10/15 progression, 15 is not the confirmed max, there are no [passive skills](#) in the skill trees, there are 25-30 active skills in each skill tree, and since you can only have points in 7 different skills at once, they won't be at all empty at level 60. Other than that...

So what do the skill non-trees look like now? No one knows. No one! To the right you see a recreation of how the Wizard tree looked at Blizzcon last year, the last time anyone outside of Blizzard got a look at them. Big changes started soon after that.

The first [word came on November 21, 2009](#), when a pair of @Diablo tweets announced that skill trees were gone, [Speculation ran wild](#) over the next few days, until a bit more info was [released on the 25th](#). That was pretty much all we had to work with for many months, until September 2010, when @Diablo announced that there were [no longer any passive skills](#) in the skill trees.

- Correct, active skills. We don't have passives in our skill trees. —Diablo
 - None at all? i thought there were passives but only the actives would get runes attached. —FingolfinGR
 - I'm not sure I can explain too much without announcing things I shouldn't be. You'll find out soon enough. —Diablo



We're not going to find out until Blizzcon, but it's fun to speculate. So each class has them all in one big menu, without any of the sub-trees we saw in D2. And they use tiers, but without many (any?) dependencies. and "a few important differences really make it something different and awesome." Any ideas what these few important differences might be? Anyone got any illustrative analogies to the skill systems used in other RPGs?

Incidentally, is everyone (including Blizzard) keep calling them "skill trees" forever, even though they're not really "trees" anymore, since they lack the dependency lines that characterize such layouts? Skill menus? Skill layouts? The skill board? Nothing else seems to have quite the same ring to it.

Finally, check out the [skill trees](#) and [skills](#) articles in the wiki; the above info was quoted from there, and those pages have every Blizzard quote on the topics, and go into much more detail about these issues.

So it similar to the “tiered approach we had shown before, but a few important differences”....
Posted 06, Oct 2010 11:41 AM by *The Rockman* [[32 comments](#)]

[32 comments](#)

Filed under: [Blue Posts](#), [Bashiok](#), [Game Features](#), [Skills](#)

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